

SUB BATTLE

SIMULATOR™

Command Card

for use with Commodore Amiga™

Introduction

Please refer to the Macintosh manual for objectives, playing instructions, glossary and weapons information. This command card will provide you with loading instructions, and note the differences between the manual and the Commodore Amiga version of the game.

Loading Instructions

- Set up your Commodore Amiga as shown in the owner's manual and turn on the power. Insert KickStart 1.2 disk if needed.
- Connect your mouse as shown in the owner's manual. (You can also use the keyboard, refer to *Appendix B* for keyboard commands.)
- At the "Insert Workbench" prompt, Insert your **SUB BATTLE SIMULATOR** disk into the internal disk drive, label side up.
- Your WWII submarine simulation will automatically load and default to the **Target Practice** mode.
- SUB BATTLE SIMULATOR will automatically use any expansion memory available.

Note: Throughout the manual, wherever you see the symbol ⌘ with a letter, use the **Right-Amiga** key with the letter instead. The symbol first appears on page 2 under *Starting Simulation*. Where it says to press ⌘N, press the **Right-Amiga** key and N instead. Do the same every time you see that symbol.

Note: Hold down the **Right Mouse button** to see the menu bar.

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- To Save a **Single Mission** or **Wartime Command** to another diskette, you need to select **Save Game** from the File menu (don't press Right-Amiga S). Be sure to have a formatted diskette handy for saving your simulation.
- Selecting **Quit Game** for the File menu will end the game. It will not, however, eject the diskette from the internal drive and restart the system as stated in the manual.

Throughout the **Help References** section (pages 20-28), remember to substitute the **Right-Amiga** key wherever you see the ⌘ symbol.

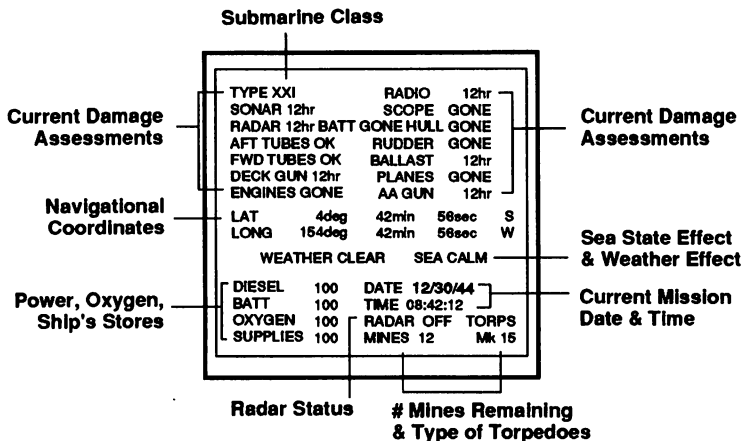
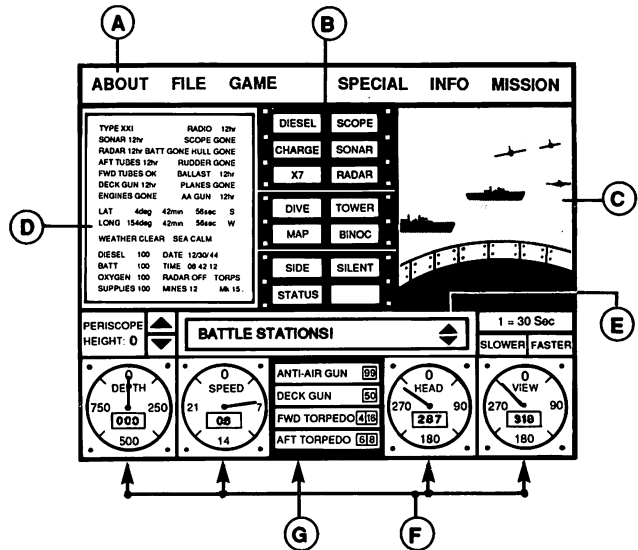
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- The keys to use with the **Depth Gauge** are - or = (not + as stated in the manual).
- The keys to use for the Heading Gauge are . or , (not < or >).

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- Under **Map Display**; In the 1000 and 2000 mile map display, your sub is indicated on the map with a **Red "+"** symbol, while enemy ships are indicated by a **Green "x"** symbol.

The following are pieces of artwork that should be substituted in place of the artwork found in the manual.



ABOUT	FILE	GAME	SPECIAL	INFO	MISSION
About Sub Battle Simulator		A note about the swell folks who brought you Sub Battle Simulator			

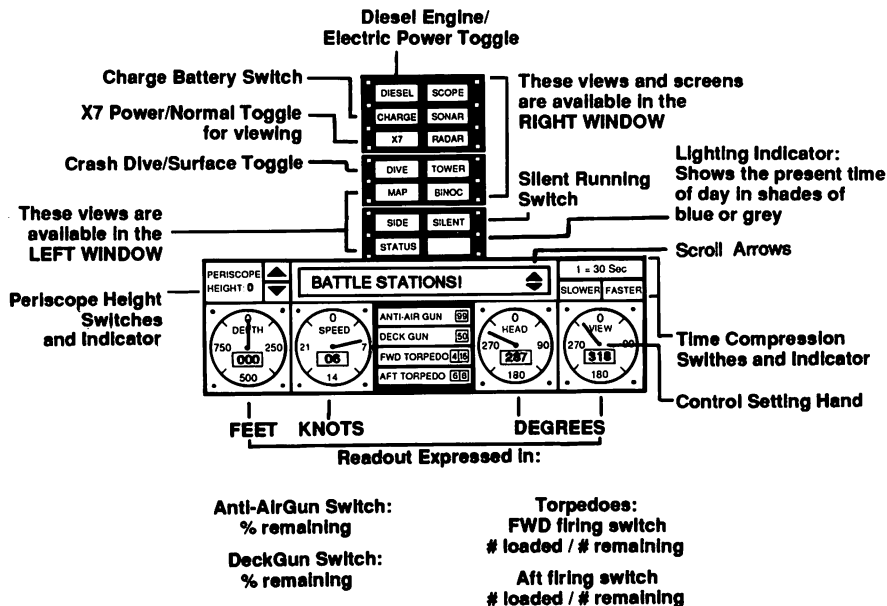
ABOUT	FILE	GAME	SPECIAL	INFO	MISSION
New Game		AN	Creates a new game/gives you the option to choose Single Mission or Wartime Command modes		
Target Practice			Allows you to become proficient with controls of your submarine and gain experience in the tactics of submarine warfare		
Load Game			Retrieves a saved game from a data diskette		
Save Game			Saves a Single Mission or Wartime Command in progress, for later play		
Quit			Ends play-does not allow you to Save Game		

ABOUT	FILE	GAME	SPECIAL	INFO	MISSION
Suspend		AS	Freezes game action temporarily. Does not Quit or Save Game		
Continue		AS	Resumes a temporarily Suspended game		

ABOUT FILE GAME			SPECIAL	INFO	MISSION
Notifies headquarters of your current Navigational Coordinates	↘		Navigator	AG	Allows you to quickly arrive at any destination, once you entered the Navigational Coordinates
Moves a single available torpedo either forward or aft depending on choice			Time Compression	AT	
Available only when your sub is in immediate danger of sinking	↘		Send SOS	AE	A way to speed up action. Limited by enemy proximity. Can limit your View Displays and Map displays
Launches landing craft and small crew in direction of Shore Party Destination	↘		Radio Your Position	AI	A radio distress call for help. Increases likelihood of your survival when sent just prior to using the Radio Your Position and Abandon Ship commands
	↘		Transfer Torpedo	AO	
	↘		Abandon Ship	AA	A variety of choices that either limit or alter the default sound settings
	↘		Send Shore Party	AL	
	↘		Sound Configuration		
Select features to add even more challenge to the game	↘		Advanced Features		

ABOUT	FILE	GAME	SPECIAL	INFO	MISSION
A listing of Captains who have completed a full Wartime Command and a summary of their wartime achievements			Target Book	a visual reference showing all enemy ship and airplane silhouettes	
			Ship's Log	A listing of your combat achievements	
			Hall Of Fame		

ABOUT	FILE	GAME	SPECIAL	INFO	MISSION
Dialog box detailing your present mission				Current Orders	AM



**PRODUCT
#14809D**

EPYX

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